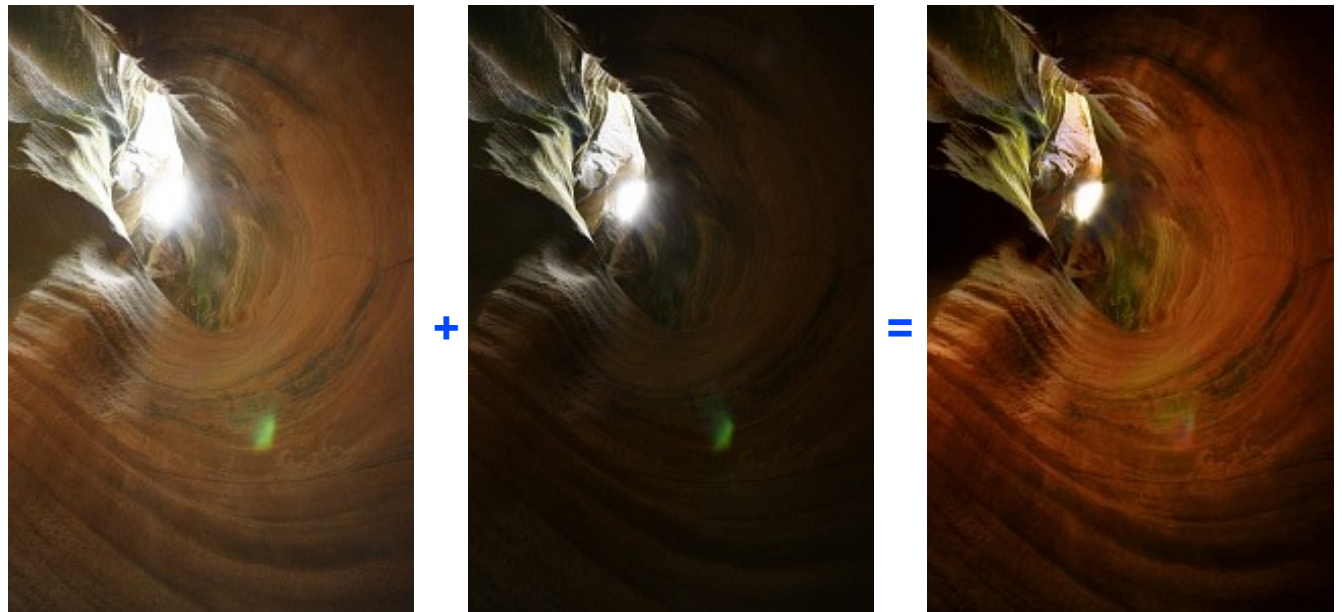


Canyoneering Photo Tutorial

- **Basic** (a pre-requisite for this pdf). *ACA_photoTutorial_Basic1.pdf*
- **Harder** (a pre-requisite for this pdf) *ACA_photoTutorial_Harder1.pdf*
- **Difficult** (a pre-requisite for this pdf) *ACA_photoTutorial_Difficult1.pdf*
- **Expert** (this pdf)

- HDR



Simulate a Polarizer

- Polarizers reduce reflected light allowing more color and deeper colors to be captured
- Does not work on noisy, high ISO images
- Mask only unsaturated highlights, bump midtones then saturate
- Mask only unsaturated midtones, bump shadows then saturate

Simulate a Polarizer

(continued)

- 1.) Darken midtones to $\frac{1}{4}$ tones (create dirt)
- 2.) Repeat steps for splitting the image to HSV
- 3.) Throw away Hue and Value layers
- 4.) Invert Saturation layer, copy/paste as alpha channel
- 5.) Darken $\frac{3}{4}$ and lighten $\frac{1}{4}$ tones
- 6.) Load alpha as selection, darken with curves
- 7.) Color menu, Hue-Saturation to saturate
- 8.) Selectively saturate/desaturate.
- 9.) Sharpen, save, done

HDR

For the Money Shot (requires brackets)

- HDR tools make photos fuzzy and fake. You can do it better manually.
- Do color correction for another bracket (one light, one dark).
- For lighter bracket, darken midtones, for darker bracket, lighten midtones (this is where the images will meet)
- From lighter bracket, Color menu, Compose, Decompose to split into HSV
- Throw away the Hue and Saturation layers
- Boost contrast of the Value channel (darken $\frac{3}{4}$ to midtones)
- Copy and Paste Value channel into darker bracket, select and copy highlights
- Paste the highlights as a new layer in the light bracket
- Position and use eraser tool to remove gray edges
- Adjust either layer. Flatten and save image.

Questions

